

S.L.C.C. JOURNAL

9/85

The Newsletter of the San Leandro Computer Club for Atari® Microcomputers

From The Editor's Desk

FRANK HAND & RON DEVINE

Here, as you may have noticed, is the S.L.C.C. JOURNAL for the month of September. In case you don't notice the change on the mast head, Ron "Saymore" Seymour and Tom "Scoop" Bennett are on vacation for two months. Pinch hitting are Ron Devine and Frank Hand.

In the tradition of the American free press we aren't being paid either. But, we did our best anyway to bring you the journal. Ron is also one of our club software chairmen and general roustabout. Frank is a new, dynamic, enthusiastic, dedicated, and modest member who humbly volunteers his services where most needed (hi mom).

O.K. that's us, now on to the journal. This month we are pleased to present the first article from our new newsletter file exchange program (the brainchild of our predecessors Ron and Tom). We acknowledge our fellow ATARIans from Wisconsin, PACUS (thanks, guys). This exchange program is an excellent example of unity in the ATARI user community, a vital part of what we are.

We also have a variety of good articles on subjects ranging from club business to software reviews. All in all we feel pleased with our first journal. Unfortunately, we have to include some moderately bad news in the form of a public statement from Batteries Included. Oh, well, at least they have the courtesy to explain.

We weren't able to include one very good article on interfacing an IBM disk drive with the 520 ST. This was due to a technical problem which only gave us a partial copy of the article. If the author would please upload the entire article to the KEY SYSTEM again we will be delighted to print in October's Journal.

At this time, I would like to mention the excellent work done by my co-editor Ron, and Tom Tisby for the recent computer swap at San Mateo. A lot of hard hours and late nights were put into replenishing the club library for this swap. Special thanks also to Rick Senzig for the use of his electricity and home. Although not too many disks were sold (the Special Edition floppies did o.k. though) the club should give a round of applause for Ron, Tom, and all the others who worked on this meet.

While we're on the subject of volunteers, there lots of work for any members interested in getting involved. Members are needed for everything the club does. Without the COOPERATION of all members to improve the club, it will stagnate and die. New members are always encouraged to jump in with both feet and help out. It's a great to meet the older members and appreciate all that the SLOC is. Likewise, old-timers should also get and stay active in all parts of the club's activities.

For those of you who have forgotten or never knew, the tape library is still around. This may sound trivial to some but that's over 70 public domain programs available to you, the members. Our current keeper-of-the-archives, Dan Chun, is turning them over to a new keeper to be announced later.

It was a sincere pleasure bringing this Journal to you and we had fun. Remember you can submit an article for october on almost any subject pertaining to computers (i.e. hardware and software reviews, game reviews, general subjects, educational software, programming tips, cartoons, notes or comments to the editors or the club, or ANYTHING to do with the ATARI kingdom.). You can also make use of the SLOC Interface column to buy, sell, or swap the items you want.

(cont on next page)

Lastly, we want to encourage the membership of the SLCC to make the most of what we have. New ideas for improvement are always needed. Make sure the officers know the things that are on your mind. They are there to serve. So enjoy already. See you next month, same time, same Journal.

Our Next Meeting

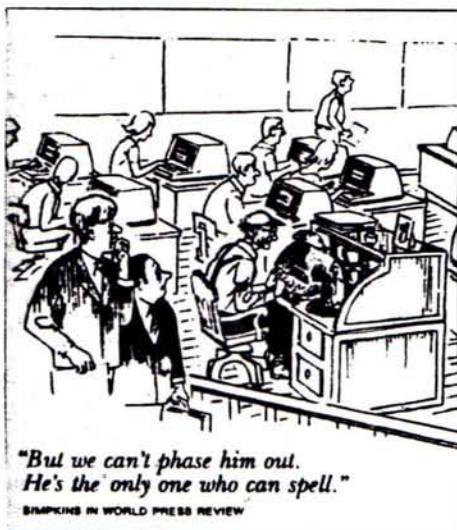
DICK SCOTT

We will have two guest speakers for the September meeting. One is Mr. Bob Korely of "Telisis", a firm that makes "Interfaces" with a printer buffer and some without buffers, also they make phone modems. I'll let Bob give you all of the details.

Our second speaker for the evening, Josh Scholar, just finished writing a game for "Synapse" called "LODE RUNNER'S RESCUE". Josh wanted to demo the game at the last meeting, however, there was just too much going on for him to do anything, so I invited him to return for the September meeting.

The August meeting was very interesting, although the main speaker, James (Jim) St. Louis, of "LUCASFILM" was not able to be there. (He had a blowout on the San Rafael Bridge). He did send over his material with Ron Gilbert and Eric Wilmunder, also from "LUCASFILM". They demonstrated "Ball Blazer" and "Rescue From Fractulus".

Thanks to Alex Levens and Bob Barton, for the demos on the 520 ST.



S.L.C.C. JOURNAL

The San Leandro Computer Club for Atari Microcomputers is an independent, non-profit organization and users' group with no connection to Atari Incorporated. Membership fees are \$20 per year. Membership includes access to the computer library, subscription to the Journal, and classes when held. Permission to reprint articles in any non-commercial publication is permitted without written authorization, provided proper credit is given to the San Leandro Computer Club and the author. Opinions expressed are those of the author and do not necessarily represent the views of the S.L.C.C.

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QUARTER PAGE:	\$10.00
BUSINESS CARD	\$ 5.00

JOURNAL SUBMISSIONS

The SLCC Journal will accept any articles written by members on any topic found pertinent to the club. We will accept articles in all form, although we would prefer articles be submitted on Atariwriter files. The following Atariwriter parameters are used:

B12 D1 G1 I5 J1 L10 R50 S2 T2 Y152

World of ACE's

COMPUTER ASSISTED INSTRUCTION

TUTORIALS

Computer Assisted Instruction, or CAI, involves the use of hardware and/or software to aid in the teaching of a specific concept. Because CAI offers teachers a tool to teach with and students a tool to learn with, its potential for changing the way we teach and learn in the future is enormous.

CAI software itself is divided into five categories; drill and practice, tutorial, simulation, problem solving, and educational game.

Tutorials are similar to drill and practice programs because they also are designed to strengthen basic skills. But, rather than just provide practice on a skill, tutorials teach that skill as well. Because they are designed to teach, tutorials can be used to help children learn a new skill or review skills they have been having trouble with.

Most tutorials begin by introducing basic information related to the skill to be learned, ie. what a noun is, or how to borrow when subtracting two numbers.

Next, learners are guided through the skill step by step. This usually involves watching as the computer successfully completes the type of problem that will be practiced next. This part of the tutorial is critical to the tutorial's effectiveness. If the steps necessary to master the skill are not laid out clearly, logically, and the way they have been taught in school, confusion will result and the program will have done more harm than good.

The guided "walk-through" is followed by practice with the skill. It is again important that this practice reflect the way the skill has been taught in school. It is equally important that mistakes made at any point during the practice session are brought to the learner's attention immediately so that corrections can be made. Some of the more complex tutorials recognize student progress, or the lack of it, by sending them back to previously learned sections of the program when a problem arises. Once the problem is overcome, the program returns to the place where it left off and the lesson continues. In essence, the program should "behave" just like a teacher watching the practice work being done.

Finally, some tutorials, the ones kids really enjoy, provide additional practice on the skill in a game type situation that challenges the learner's newly acquired ability.

While tutorials are available on a variety of topics, a good tutorial is hard to find. A good tutorial is one that automatically adds to the body of information presented, moving students to successively higher levels as they master previous levels. It must also be powerful enough to deal with the variety of problems that students encounter while learning or reviewing a skill.

SELECTED SOFTWARE

Microcomputer Workshops has published a series of math tutorials on topics ranging from addition with carrying to multiplying fractions. While these tutorials do not contain a "game" practice section, they do an excellent job presenting the skills in a clear and logical manner that very accurately reflects the way these skills are taught in school. They are appropriate for students in grade three and above.

Article from PACUS newsletter

Library/Floppy Update

Tom Tisby & Ron Devine

At our September meeting we will have available for sale copies of the club library catalog!

We also have available a complete library of back issues of the fabulous, fun-filled, furry, Floppy-of-the-Month.

ATTENTION ALL PROGRAMMERS

Your software is needed for future floppies. We are looking for public domain, games, educational, business, utilities, graphics, demos, or any other programs you can think up. Full credit will be given to authors as well as mention in the Journal and at the main meeting. Also, we need any public domain program you may have that you think the library could use.

Anyone with ideas, comments or programs should call, write, send smoke signals, or talk to Tom Tisby or Ron Devine. Their numbers are on the mast head.

Disk of the Month

Tom Tisby & Ron Devine

Finally!!! After two of the most demanding months getting the club's software situation under control (well, close enough!), we now can concentrate more on the floppy. Not that we haven't already. We now have more time to be selective.

You will be noticing some small changes in the floppy in the coming months. The reason for this is because the S.L.C.C. has gone international! That means we will be seeing public-domain programs from around the world. France, England and Canada to name a few!!! We are still awaiting word from others...So stayed tuned!

Also on the will-be-getting agenda is XE stuff. Now that the club has bought a 130 XE from 3E software in Hayward, we can now test out the latest software for it's Ramdisk. For all of you out there that still want to keep that 400,800(XL),1200,1400, like us, we will still support you with plenty of software! So no one will be left out in the dark. Well enough that! On with our most ambitious floppy ever devised!!!

SIDE 1

Side 1 has 18 programs that range from demos to music to games (well just one game). So instead of sending you into cardiac arrest, here is just a sample of the programs:

JEDI- This demo written in BASIC will draw the insignia to RETURN OF THE JEDI! It was written entirely in plot and drawto statements. For you ambitious BASIC programmers heres your nightmare come reality for a real good demo.

CARDFILE- When we first saw this program, we thought it wasn't public-domain. Looking futher into its BASIC structure, it proved otherwise. This little utility reminds us a little of Syn-File or better yet HomeCard. Check It out!

CHESS- If you enjoy a good game of chess like us, then you won't be disappointed in this excellent BASIC game.

CHARMKR- For those of you who enjoy an nice game of Dungeons & Dragons, this program will definately help you out!

MAGWIN- This is one of the best BASIC programs we have seen that shows memory in a window. Use your joystick for this one!

Now for the Back Side!

RESCUE- This program will reconstruct a disk with a bad directory and VIOTC.

RESCDOC- Text file for RESCUE.

RESCDOC2- Part two to RESCDOC.

DIAG1050- Diagnostic program for the ATARI 1050 Disk Drive.

KOLADUMP- is the best printer dump for Koala files available commercially or in the public domain. It supports Epson, C.Itoh, Prowriter and Gemini printers, and is the only such utility to print page-size dumps in shades of grey.

PRSHOPUT- Print Shop Disk Utility, will convert Print Shop graphics to ATARI format for trading over the modem ect....

Secretary's Report

San Leandro Computer Club
General Meeting
August 6, 1985

8:05 VP Jim Hood opened by welcoming everyone to the meeting. Jim introduced the officers of the club and the leaders of the Special Interest Groups. We have a new Beginner's SIG. The leader is Rick Stiehl. We still have room for more SIGS on the calendar. How about a Business SIG? Oh, we now have a 520ST SIG at our president, Bob Barton's home. The SLCC Special Journal is now available to members. The cost to Nonmembers is \$12.95 which includes two diskettes and a Journal. The cost is \$15.00 for mail orders.

8:10 Ron Devine and Tom Tisby describe the August Disk of the Month. Side one on the disk were utilities programs and side two were music. Sound tracks from some popular movies like Beverly Hills Cop; I Want To Hold Your Hand, by the Beatles. Tom mentioned a new Telecommunication Disk for the 1030 Atari Modem that will let you do a lot of great things like autodial, uploads, downloads etc.etc.etc..

8:15 Alex Leavens was called upon to talk about the 520ST and any new information on the ST. Alex received a round of applause. He said that he will be teaching an Action Class soon and more details will follow. He mentioned that programs like Mac Paint, and Lotus 1 2 3 may be available soon. He said that CPM 80 or CPM 86 and "C" will also be available soon. He mentioned that by changing the ram chip you could have a

520ST with 4 Mega bytes of ram. Batteries Included is working on programs for the 520ST.

8:40 President, Bob Barton mention that you can now order your 2nd disk drive for the 520ST through the Club. You will get about a \$12.00 discount. The price is \$199.00

8:45 Dick Scott, our Program Chairman introduced Ron Gilbert and Eric Wilmunder from Lucasfilm. James St. Louis had car problems and did not make the meeting but, gave his apologies. Ron and Eric demoed Rescue on Fractalus, Ballblazer, and a new game to be released soon called Koronis Rift. These games will be sold through Expyx Inc. for about \$30.00. They also demoed the famous Robot and the Disney Graphics. Both demo's showed off Atari's excellent graphics capabilities.

During the question and answer period they were asked if they will be writing programs for the 520ST computer.

The answer was no. The company has a "wait and see" attitude about the 520ST. The speaker said there are about 500 employees working for Lucasfilm. About 14 were involved in game programming for the various computers. Then said most of their programming was done on the Vax Computer and downloaded to the Atari. Oh, they also said that they were not writing programs for the Amiga Computer. They will wait and see what will come of the new computer.

9:25 Lois Hansen, our treasurer announced that the club received an offer from Electronic Arts for a group buy of their games. The price was \$5.00 but we would have to buy in a lot of 30 at a time. It had to be the same game and we could not mix them. No one seemed interested and the offer was dropped like a hot potato.

9:30 to 10:30 The usual break for Software, Hardware and Special Edition Disk and Journal. The 520ST programs were the best sellers for the club. The 3.5 disks was selling at a good price of \$22.00 for ten.

At this time I would like to let someone else take over the tape library. I would hate to see the BEST CLUB IN THE BAY AREA drop the Tape Library. How about a volunteer? It would be great for someone just starting off because you will have about 70 pieces of public domain software in your possession. Please get involved with our club. You will be surprised to find out how enjoyable it is to meet new friends while helping members out.

Guest Input

RON SEYMOUR & TOM BENNETT

Comments on the Special Edition are beginning to come in (great ego trip for the editors) and we received one letter we would like to reprint.

We have recently began a newsletter file exchange so that we could have more "meat" in the Journal ready to go and in a file format. Randy McSorley, editor of the PACUS REPORT in Kimberly, Wisconsin, was the first to respond to our offer with a disk full of excellent articles. His letter is below:

Dear SLOC,

What a terrific idea! A newsletter FILE exchange! Just think how much easier reprints will be! Here's the disk version of the latest PACUS REPORT, along with another copy of the PACUS REPORT itself in case you can't find the first one. I hope you enjoy it (I also hope you reprint something from us - what an ego trip THAT is!). I look forward to receiving your newsletter in file form.

Now, turn around while I pat your collective backs! The SPECIAL EDITION JOURNAL is nothing less than FANTASTIC! You people should consider putting it out regularly (just joking - I can imagine the work that went into this one). How about once a year, then? Really, a terrific piece of work like the SPECIAL EDITION makes me proud to be part of the Atari community. What an effort!

Anyway, here's to your success, and again, I hope you enjoy the PACUS REPORT.

ATARIANS FOREVER!

(Signed)

Randy Mc Sorley
Editor - PACUS REPORT
339 S. Maple Street
Kimberly, WI 54136

As of this writing, PACUS is the only club to send us newsletter files, while Houston ACE and Midlands Atari Group both sent blank disks for our Journal files, and will hopefully continue an exchange in file format. Any other clubs interested in the file exchange may send their newsletter disk files to our club address located on the back of the Journal.

Ron and I are enjoying our vacation. We will see you in a couple of months, hopefully refreshed and ready to tackle

the Journal again. (Print a Special Edition Journal on a yearly basis? Hmmm.....)

ET CETERA: Batteries Included has announced that they will NOT come out with the B.I. 80 Column hardware for the Atari system. But you can go to Gemco and pick one up for the COMMODORE NOW (\$99 with Paper Clip). They said that it was shelved because of their suppliers keeping them from getting it out before Christmas. Are they saying that people do not buy applications software any time after Christmas???? Poor logic, perhaps just P.R.'s way of telling us that they don't have enough confidence in the Atari owner to justify their investment!

I am seeing software companies sweeping the Atari lines under the carpet more and more these days. This is getting to a dangerous level! Koala Technologies reportedly has discontinued the Koala Pad and software for the Atari, Electronic Arts "discounts" (a better word might be "closeouts") Atari inventories to user's groups and has stopped producing Atari versions of their software. Is there any recourse? Yes! Check a recent ANTIC magazine with the suggestion of user's groups responding directly to the software companies as to their dismay. We will be actively making our thoughts known to software executives who are abandoning the ATARI!

There was a rather interesting, uncomplimentary article commenting on Jack Tramiel's management style while with Commodore in the July 19 issue of the Wall Street Journal. It might be worth-while to look it up at the library.

Good Buys: 130XE for \$139.00 at 3E Software in Hayward. 800 XL's on clearance at Service Merchandise for \$59 (600 XL's for \$49). Jim Henson's Muppet Learning Keys for \$9.99 at Best Products. ST's are now available at 3E Software, Home Computing Center, San Jose Computer, B&C Computervisions, and soon to be at Electronic Depot in Fremont.

There were some 1450 XL's available at the last North/West Swap Meet in San Mateo (yes, you read it right, 1450's) for a price of \$100.00. Only catch is that it only came with the boards and keyboard, no casing or power-supply. They did have the modem, speech-synthesizer, and "Freddie" chip on board. It is rumored that one ex-Atari engineer has his 1450 answering his phone for him! Too bad it wasn't released.

Software Review

FRANK J. HAND JR.

A relatively new product is available that demands attention. **THE HALLEY PROJECT** is an imaginative, entertaining and delightful program. The basic premise for this program is that you are a pilot trying for an appointment to the Halley Project, a highly secret and difficult mission involving astronavigation and research.

During the course of the game you are required to navigate and pilot a ship to various target locations throughout our solar system. It is important to point out that the navigational information required from the player is not available in the game's documentation. Therefore, the player is required to **THINK** and do research to decipher the many clues.

Some clues are direct orders (i.e. go to Earth or Saturn). Others are more oblique (i.e. any planet or moon colder than Earth). Some are downright annoying (i.e. any moon with an atmosphere!?).

The game is kept moving with many features that the video jockey has come to expect. Such as, hyperspace (without it a single flight would require months or years of real-time to complete), long range scan (the best part is that you can decide the scale you want to scan from 50 km. to 10,000 km.), and short range scan.

Target times are given for each mission. I have flown all ten missions and each time I complete one I have to fly it again to improve my time. Once you have completed all ten you may submit your name and scores to P.L.A.N.E.T. for consideration as a pilot for the **FINAL CHALLENGE**.

I greatly appreciated the idea of a space flight game with no bug-eyed, green, slimey, space beasties to zap. I was also most grateful not to be subjected to subtle bits of computer humor. Such as, never ending waves of dung dropping space bats. It was a true delight to sit down and enjoy an intellectually challenging, controlled action, and doggone frustrating (well, you try landing on Deimos, the blasted thing is only 100 meters wide!!) space game.

Few games have kept my interest through as much play as this one. I highly recommend **THE HALLEY PROJECT** by **MINDSCAPE Software**.

Special Report

A Public Statement from
Batteries Included
Regarding our 80 column card
for the Atari

It's always easy and enjoyable to announce good news, but seldom much fun to announce the bad.

A Vice President of Development for Batteries Included, it's been a pleasure over the past year to introduce and bring to market such products as HomePak, PaperClip and B/GRAPH for the Atari.

Unfortunately, I now have the unhappy task of having to tell you about the cancellation of our BI-80, 80 column display adaptor cartridge for XL and XE systems.

Rather than simply making an announcement and leaving it at that -many companies cancel products without a word-, we have decided that we owe the Atari community an explanation why this decision was made. It may not comfort those who really wanted the product and were waiting with some anticipation, but it might give some insight into why these things happen and the kinds of choices and decisions that are made in this industry.

BI created and marketed the most popular 80 column adaptor for the C64. About a year ago, when we committed to the Atari market we decided to create an Atari BI-80 as well. We contracted with a well recommended, experienced designer but the design was never completed to our satisfaction.

About six months ago our own senior engineer came up with an innovative, high quality, yet inexpensive design. It used a special custom VLSI chip. We announced it and demonstrated several prototypes at Summer CES. As well, we had several programming teams working on software.

The cornerstone of the BI-80 was its custom chip. The manufacturer promised delivery within 8 weeks of an order. Recently we placed our firm order, with the intention of shipping in September.

Much to our dismay, we have just learned that we will not be able to get our first production chips until January 1986. This is essentially why the BI-80 project has been cancelled.

Without being able to sell this product in the important fall and Xmas markets, the financial risks -well over a quarter million dollars- are unjustified. Late winter is the worst time of the year in this business to launch a new product. Also we are ready to introduce updates of HomePak and PaperClip this fall. What to do? Postpone them till spring? Release versions without the BI-80 support and then again when its ready? These were just some of the considerations.

In the end, our research showed that it would not be possible for us to bring the product to market. If you've been waiting for it, we can only say, we are sincerely sorry, we really wanted the Atari BI-80 to happen as well.

Finally, we want to be sure that all Atari owners and enthusiasts know that we at Batteries Included are still committed to the Atari software marketplace and will continue to create and publish our finest software for both the Atari XL/XE and ST markets.

Between now and next spring we intend to bring to market upgraded editions of both Homepak and PaperClip. Low cost upgrades for registered owners will be made available.

For the exciting new 68000 based ST's we plan on publishing not less than seven first class original programs during the coming nine months. These include; a magnificent new version of HomePak from Russ Wetmore; a powerful drawing and graphics program (from a famous author I can't name just yet), and another unique program that I can't give details on right now, but is going to thrill a lot of people. More hopeful, in a few weeks.

Batteries announced recently a major high end line of software called the I*S series; Integral Solution for the IBM PC under GEM. This integrated line, includes a Portfolio Manager, a Time and Billing program for professionals, a Word Processor, Data Base Management System and a Spreadsheet. I can't tell you more, and this isn't the time or place in any event, but you can trust that they will each be state of the art and really exciting.

We're looking forward to doing our best for the Atari community. Thanks for your understanding.

Michael Reichmann
Vice President,
Development
Batteries Included



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EXCHANGE

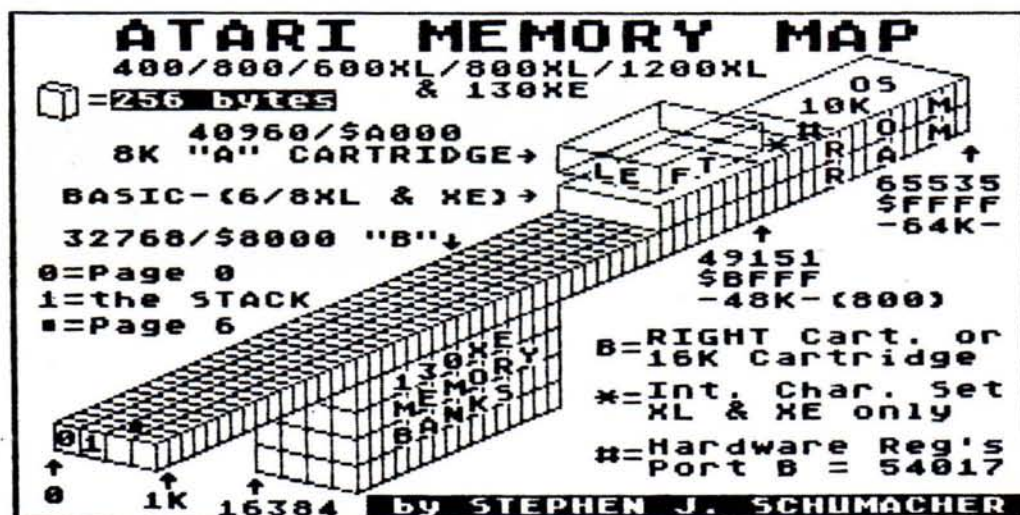


\$5.00

CONTACT
JIM RODRIGUES



sun mon tue wed thu fri sat						
1	2	3 ^{8 pm} MAIN MEETING S.L. Library 300 Estudillo	4	5	6	7 ^{ATR8000 SIG} for info call Bill 538-2449
8	9	10 ^{8 pm} ASSEMBLY SIG for info call Bob 352-8118	11 ^{8 pm} ST SIG for info call Bob 352-8118	12 EXEC. BOARD closed meeting	13 Newsletter Deadline for info call Ron 537-2749	14
15	16	17 ^{8 pm} BASIC PROG. SIG for info call Mike 482-5061	18	19	20	21 ^{8 pm} SOFTWARE SIG for info call John 276-2615
22	23	24 ^{8 pm} ACTION SIG for info call Jim 352-7744	25	26	27	28
29	30	SEPTEMBER 1985				



S.L.C.C. Interface

The SLOC INTERFACE is our monthly 'input-output' column in which you may make a short comment on club related issues, or buy-sell an item. This is not available to commercial outlets.

*** Special Editions ***

All unclaimed member copies of the Special Edition Journal floppies and mags have been mailed to the members.

*** Print Shop ***

Anyone wishes to contribute ORIGINAL Print Shop files for use in a special nationwide public domain disk project please contact Tom Bennett.

*** M.U.G. ***

Anyone with information concerning the new 2.5 DOS for the ATARI 800 please contact Colonel Mickael Motzov president of the Moscow User's Group C.O. the Russian consulate general San Francisco.



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P.O. Box 1525, San Leandro, CA 94577-0152

NEXT MEETING:

September 3 8:00 pm
San Leandro Community Library
300 Estudillo Ave.

7:30-8:00: Soft/Hardware Swap

8:00-Speaker:

BOB KORELY
Telisis
Hardware Demo

JOSH SCHOLAR
Software Author
Software Demo

TO:

08/31/86

